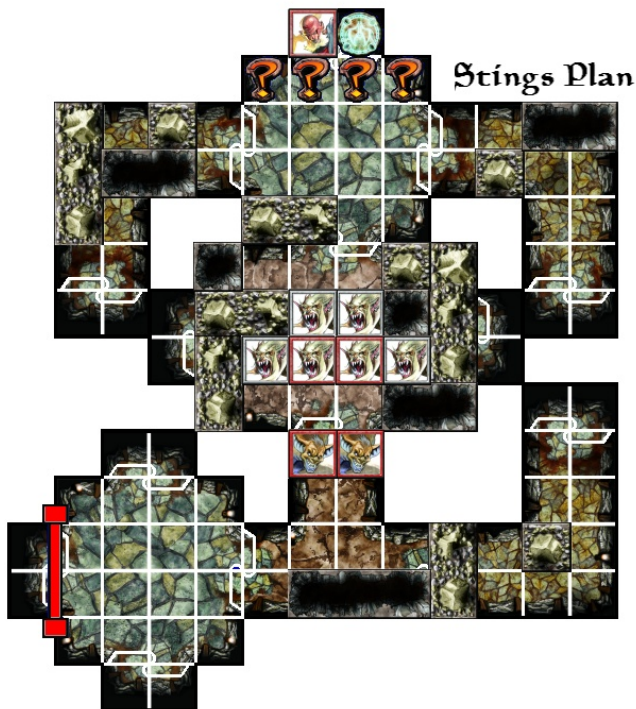
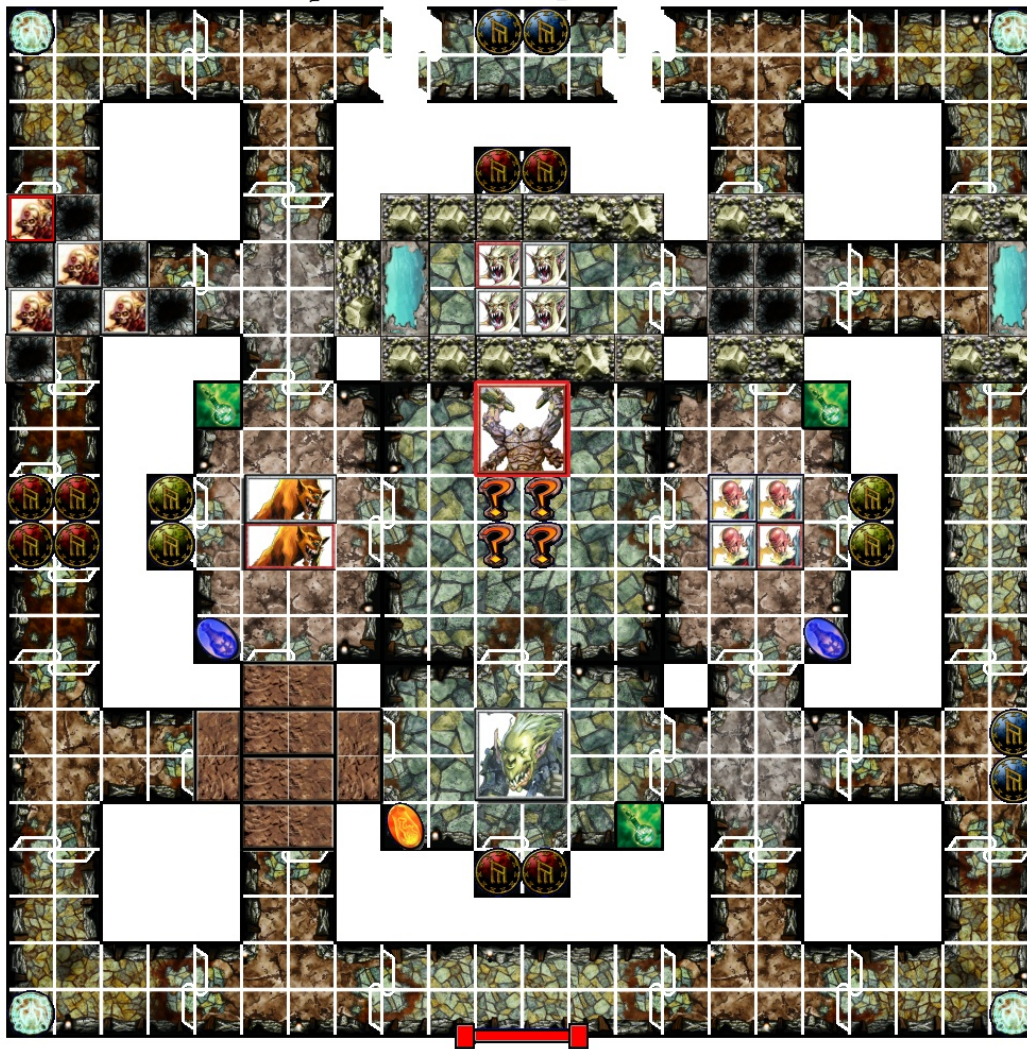


Amphitheater of Magnificent Blooshed



Amphitheater of Magnificent Bloodshed

By Elliotts Last Gasp

Scenario Background

"Wake up you fools, wake up," the Heroes heard stirring from their sleep they saw Mad Hat Sting in front of them in the cell next to theirs. "It would appear that your successes have made you over confident, arrogant almost, and now look what you've done, you've gone and got yourself put into the Queens arena. Yes, that's correct the Amphitheater of Magnificent Bloodshed and guess whos the main event. All is not lost however, at least you've made your way into the palace gardens, not in the way I would have hoped you too but none the less you've got here. I made my way into these dungeons by punching a guard," Mad Hat Sting grunted with laughter for a second as at that moment the guard he spoke of walked past his cell with a black eye. "Now what we do is when your taken out you," then before he could finish some of Queens Beastman guards entered the Heroes cell and dragged them out.

After being dragged for quite a while the Heroes could start to here the sound of thunderous applause. "Next up Beasts and Brawlers I give to you four Heroes revered by the forces of good, fresh in blood who have been captured by myself. They dared to enter my lair, and now Beasts and Brawlers I give to you are main event bring on the destruction." A great Iron gate in front of the Heroes opened and the guards threw the Heroes inside and the games began.

Mission Goals

The Heroes must survive all five rounds of the Amphitheater of Magnificent Bloodshed and then escape with the help Mad Hat Sting's unknown plan of course that is if he has one.

Important: The Heroes start with 7 Conquest Tokens. Without any of AOD, WOD, TOI and RTL this Quest is practically impossible.

The Gaps in the map are actually joining peices from Tomb Of Ice. All the Rune Keys out are not actually Rune Keys they are portals from Road to Legend. The Blue Keys represent Blue portals the Red represent Orange and the Greens represent Yellows. The Four Reds all adjacent to each other are the back to back Orange portal. These portals cannot be travelled between they are merely landmarks were monsters appear.

The pits are already printed on the templates do not place out an extra set of pits.

Do not place out any of the water and rubble tokens at the start well, also the mud is actually corruption this is already on the tile. The Heroes start on the ?'s do not place the question marks out (The Heroes still buy all their gear from the shop at the start as usual, as well as this they get a Copper Treasure each of these are dealt after the Heroes buy their gear).

The Master Golem is also not out at the start along with the skeletons.

All the monsters at the start must be of Copper Level so don't use the other monster reference cards.

Spawning works diferentley in this Quest and can only be done once per round and not at all in The Fire Round.

There are no chests but rewards at the end of each round.

At the start of each new round the Heroes always start off!

I'd like to thank Jason Steinhurst and his Quest The Blood Arena of Dawnsmoor the idea I based this Quest on.

The Fire Round

Queen Astarel stood in a balcony overlooking the arena with The Ripper next too as the Heroes saw her she grinned showing all her menacing yellow teeth. "One hundred years ago this event was made and we shall start it with the same fire again," The Ripper yelled as from all sides creatures born to hate stepped through portals and into the Amphitheater. "Your majesty will enjoy this," The Ripper said approaching the Queen, she hissed at him and he stepped back.

Important: The Beastmen here are actually Lava Beetles.

Read The Crushing Shadow Round after all the monsters are killed.

The Heroes recieve Three Conquest Tokens for surviving the Fire Round and each Hero gets a Silver Treasure and 200 coins for completing the Fire Round.

All monsters now go to Silver Level however, all spawned monsters stay on Copper.

The Crushing Shadow Round

Rocks form into a mighty Golem and the beast smashes the Heroes backwards rock emerges from the ground forming walls closing off any escape and spiked walls close in. The crowd laughs hysterically yet the mad cackle of the Queen can be heard through all the madness.

Important: Now the Fire Round is over place out all the Rubble (Earth Pact has no effect on these) don't place out the water these pools are actually crushing walls place them on the line closest to the walls or rubble in the case of the left crushing wall finally place out the Master Golem. Place the Heroes were the Lava Beetles were at the start of the game.

The Heroes are only safe inside the pit if they can't work this out then they deserve to die, the crushing walls move on the range of the blue die at the end of the overlords turn.

Read when the crushing walls go together and the Heroes are in the pit: As the two walls close in on each other the Heroes cower in the pit yet they had far more to fear. With a tremendous crack the Golem broke through the stone wall and the rest of the rubble fell like dominoes, the two spiked walls both diverted downwards under the arena floor. The Heroes tried to scramble out of the pit as four cloaked figures from the depths dragged them back.

Each Hero must roll 4 Power Dice and for everyone that isn't a blank he/she loses a wound. Remove all the rubble and the two crushing walls from the board as well. Once all this is done read: Suddenly the Shades from the pit spiralled upwards then landed just a few feet from the Heroes, suddenly skeletons rise from pits on the otherside of the Amphitheater.

Place Three Shades and a Master Shade were the Sorcerers were at the start of the Fire Round also place out the skeletons.

The Heroes get Three Conquest Tokens and each Hero gets a Silver Treasure and 200 coins for completing the Crushing Shadow Round.

Read the Chaos Round when the Golem, Shades and Skeletons are dead.

The Chaos Round

"Never before has anybody got past the Chaos Round, Beasts and Brawlers bask in the mayhem. Guards release the Chaos Beasts," The Ripper yells. The Heroes formed a defensive as two Demonic beasts enter the arena. Up on the Queens balcony Astarel whispered "Feasssst my children."

Important: Place a Chaos Beast next to both of the Blue Portals. Place One normal Dark Priests by each of the Yellow Portals and One Master Dark Priest by the Orange Portals this does not include the back to back portals.

These Dark Priests worship the Chaos Beasts and for each Master Dark Priest alive the Chaos Beasts have an additional twenty health.

Read The Stealth Round when both the Chaos Beasts are dead if any Dark Priests are alive at this stage they die and the Heroes do not suffer from Black Curse if any of those left were Masters. The Heroes get Three Conquest Tokens and each Hero gets a Silver Treasure and 200 coins for completing the Chaos Round.

The Stealth Round

The Ripper leapt up to the banister of the balcony and turned to his Queen, "They will be avenged I promise you," The Ripper then leapt off spreading his wings yet before he landed the Queen outstretched one of her long arms and grabbed the Griffon, throwing the beast into a wall on the balcony she hissed at him, "Thiss is not the time for the little courage you have Griffon the wolvenss will deal with thiss rabble and if not, then your pet certainly will. Now let the sky rain Ice," the Medusa said raising her four hands to the sky as they glowed blue Ice floated down to the Amphitheater floor.

Important: Place out the Three Wendigo on one side of the back to back portal and Three Hell Hounds (Two normal One Master) on the other. Place the Heroes where the Hell Hounds were in the Fire Round also place Ice all over that template except for where the Heroes stand also place ice on the Junction peice which once had a rubble double rubble token on it (If you run out of Ice use Frost Tokens).

Read The Terror Round when all the Wendigos and Hell Hounds are dead.

The Heroes get Three Conquest Tokens and a Silver Treasure each as well as 200 coins for completing the Stealth Round.

The Terror Round

There was a powerful silence over the Amphitheater as the Heroes moved into the centre of arena when suddenly the floor shook the Heroes were blasted in different directions and a large pit emerged were imprisoned inside was the Hydra. "You promised my freedom Ripper!" the beast roared.

"Yes well you know not telling the truth does go with my character," The Ripper laughed. "Do not worry Beasts and Brawlers you are perfectly safe."

"Free me, please," the mighty beast spoke as Beastman guards entered the Amphitheater. "Unlock my chains and I will help you hold off the guards."

Important: Place out the Large 4X4 Pit peice from Altar of Despair in the middle of the map, place 4 single pits in the each corner of this large pit also place a Master Dragon in the pit as well.

Place a Hero in each of the following spaces, there must have no Heroes in the same template:

- A) The Master Lava Beetle Started
- B) The Ogre Started
- C) The Master Sorcerer Started
- D) The Master Hell Hound

The Guards come from both of the Blue Portals they are all of Gold Level place out Two Beastmen, A Master Beastman, Two Medusa and a Master Hell Hound by both portals.

The Master Dragon is the Hydra and is the same as a normal Master Dragon except he works for the Heroes also when he is

brought into play roll eight power dice for each blank this is the amount of heads he has if no blanks are rolled roll them all again. The Hydra cannot move anywhere out of the 4x4 pit or onto the singular pits.

The Heroes must brake the Hydras chains that are going into three pits the chains going downwards have 25 Health and no armour and can only be attacked from the very corners of center area.

Nobody can enter the actual pits (including the 4x4).

The Hydra cannot be attacked when he has one head left at all.

Read when all four chains have been severed: The mighty beast leaps into the air all eight heads regenerated and intact breathing flames from them all the guards are killed. The Hydra rears upwards into the centre of the Amphitheater heading for the balcony just before his flames are about engulf The Ripper and the Queen The Ripper heads for the stairs escaping just in time the Queen however did not. As the flames clear the Medusa Witch still stands tall intact from the Hydra's assault, the beasts roars and attempts to summons up more fire when his necks crumples and the fire halts in his very marrow, ice rains from the sky once again wrecking the Hydra's wings as the mystical creature falls to its death sending a tremor around the whole amphitheater.

"Sssoldiers advance ssshow them the meaning of the City of Life."

"Are you going to stand there all day Heroes or you going to give me a hand with this lot," Mad Hat Sting laughed appearing next to the Heroes in stolen gladiator armour. Another tremor suddenly occurred shaking the foundations of the Amphitheater to the brim as they collapsed the theater started to fall in on itself as rocks began to fall all around them the Heroes barely had time to draw weapons to make an escape through the Queens submerging soldiers.

Remove the Amphitheater and take it apart and place out the Stings Plan area.

The Heroes get a Gold Treasure each, 200 coins and Six Conquest Tokens for completing the Terror Round.

Stings Plan

Rocks start tumbling down from the very stands as the crowd flees the stadium, The Queen leaves following after The Ripper to give him a suitable punishment leaving the issue of the Heroes to Commander Pythanus.

"Where have you got to you blithering oafs, oh there you are. We need to get out of here before the whole place falls on top of us trust you lot to destroy the one decent thing about this City, oh well I have the key to the exit now lets move," Sting ordered.

Important: All the Monsters in this area are of Gold Level.

Place the Heroes where the ?'s are do not place out the actual ?'s also place out a Hero figure for Mad Hat Sting (Try and be persistent with this figure in the future) were the Master Sorcerer should be ((don't place out the actual Sorcerer)). He has the same stats as a normal Diamond Master Golem. If he dies the Heroes lose. He is also the only one with the Red Rune Key (it cannot be passed to a Hero), he can open it like a normal Hero, Sting can perform Run actions and Advanced Actions but not Battle Actions he can hold Two Potions and has a Power Potion to start with as well as this he has Four Fatigue and Finally he has The Hat Trait (If you want you can make this Trait). He cannot go to town! The Hat (Melee)

Familiar

This Familiar does not have a Token!

After an attack the Hero can spend all Fatigue at a minimum of Four to double the result of all his Power Dice (If the Hero has a capcity of three or less Fatigue draw another Trait).

The Master Razorwings here are actually Medusas one of these is Pythanus who has the ability Cacoon, when he does damage to the Hero give him/her a Rubble Token at the start of the Heroes turn he/she must roll a power dice on a surge it does not do anything and is removed otherwise the Hero recieves Two Stun tokens and remove the Rubble Token.

Read if the Heroes run out of Conquest Tokens: The Amphitheater

of Magnificent Bloodshed has held up to its name and the Heroes will never leave the Whistle Branch Vale and get Queen Astartels Balck Ruby. The Heroes lose.

Read if Mad Hat Sting dies: As the old man collapses the Amphitheater completely falls in on itself and the Heroes will never leave Whistle Branch Vale. The Heroes lose.

Read if Mad Hat Sting opens the Red Rune Locked Door: The Amphitheater of Magnificent Bloodshed has certainly held up to its name yet it will hold no more shows as the theater collapses into noting more than rubble. Guards charge forward as the Heroes and Mad Hat Sting enter then streets of the City of Life. The Heroes win.